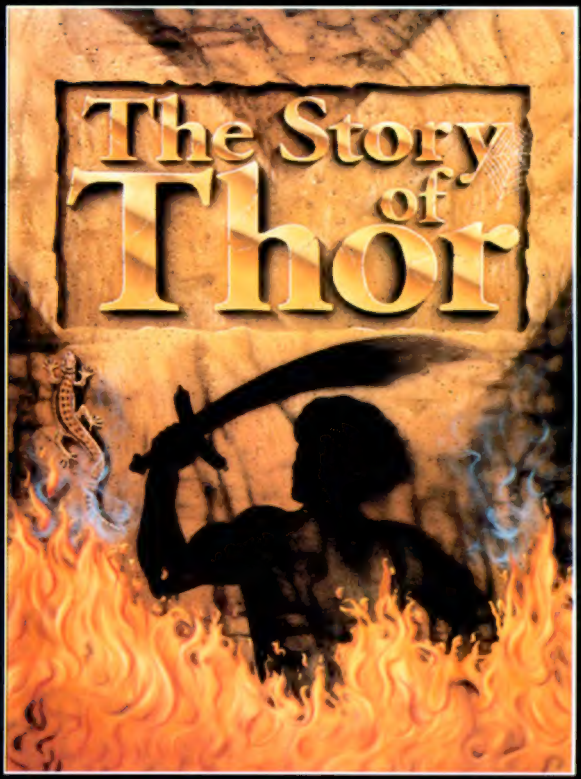


INSTRUCTION MANUAL

SEGA

MEGA DRIVE

EPILEPSY WARNING

Please read before using this video game system or allowing your children to use it.

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain television images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures. If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing.

We advise that parents should monitor the use of video games by their children. If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, IMMEDIATELY discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the television screen, as far away as the length of the cable allows.
- Preferably play the game on a small television screen.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

STARTING UP

1. Set up your Sega Mega Drive System as described in its instruction manual. Plug in Control Pad 1.
2. Make sure the power is off. Then insert the Sega cartridge into the console.
3. Turn the power on, in a few moments, the Title screen appears.
4. If the Title screen doesn't appear, turn the power off. Make sure your system is set up correctly and the cartridge is properly inserted. Then turn the power on again.

Important: Always make sure that the Console is turned off when inserting or removing your Mega Drive Cartridge.

Note: This game is for one player only.

① Sega Cartridge

Control Pad 1

It all starts here...

...with Prince Ali on one of his treasure hunts. He comes across an uncharted island near the land of Oasis, and while exploring the island's cave, he discovers an armlet made of gold.

As soon as he puts on the armlet, a strange glow fills the cave. Out of an ethereal fire, a face appears, and it begins to speak.

"Many ages ago, a devastating battle was waged in the shadowlands of the kingdom of Oasis. It was between two powerful sorcerers. Reharl used his gold armlet to govern the four spirits. Agito used his silver armlet to create chaos and destruction."

"I am what remains of this gold armlet. I now entrust its power to you, for you have been chosen to undergo a difficult task."

"The powers of the gold armlet are now yours to wield. Find the four spirits this gold armlet governs and stop the evil ambitions of the one with the silver armlet."

As the mysterious face vanishes and the fire disappears, Ali feels the ground begin to shake. The cave is collapsing!

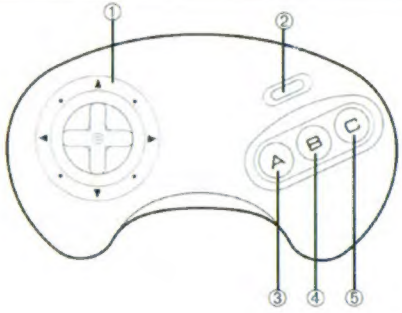
Ali runs for his boat and furiously paddles away from the island, then turns around to see the mysterious island sink beneath the waves. He has been told the secret of the armlets — and his destiny — but when does the adventure begin?

Sooner than he thinks...

Take control!

① Directional button (D–button)

- Moves highlight brackets in selection screens
- Highlights adventures and options in the Diary
- Moves your character in the game screens (To run, press twice and hold)
- Performs special fighting moves (in conjunction with other buttons — see "Special Fighting Techniques"
- Moves selection arrows in the Options window
- Moves highlight brackets in the selection/decision screens



② Start button (Start)

- Forwards to the title screen from the story screens
- Selects options in selection screens
- Pauses game; opens Options window/returns to game; closes Options window
- Drops selected items in options screens

③ Button A

- Returns to title screen from Diary
- Cancels selections in Options screens
- Performs special fighting moves (in conjunction with other buttons — see "Special fighting techniques"

④ Button B

- Enters selections
- Performs special fighting moves (in conjunction with other buttons — see "Special fighting techniques"
- Selects items in Options screens

⑤ Button C

- Returns to title screen from Diary
- Advances to the title screen from the story screens
- Performs special fighting moves (in conjunction with other buttons — see "Special fighting techniques"
- Cancels selections in Options screens

Note: Buttons X, Y and Z on the 6-button Control Pad have no function in this game.

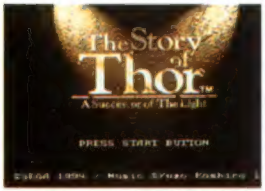
Getting started

After the Sega and Ancient logos, the Story of Thor begins. Get a little background information on the history of Oasis here, or press Start or button C to advance to the Title screen.

Press Start at the title screen to open the Diary, where your adventures are kept. If you're just starting out on the Story of Thor adventure, all four Diary spaces (where you save your adventures) will be blank. Press the D-button to light up a Diary entry space and press button B or Start to enter the Name Select screen.

In the Name Select screen, you select a name of up to three letters. Move the highlight brackets by pressing the D-button, and enter the letter by pressing button B. Pressing button C deletes the previous letter, and button A returns you to the title screen (if you have second thoughts about starting a new adventure).

Note: The name you pick for your character only appears in the Diary.



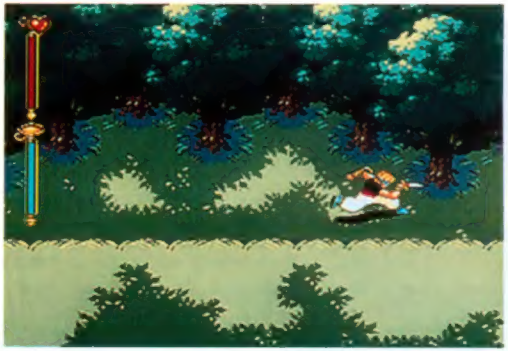
If you already have one or more adventures saved in the Diary, you can also use the Copy and Delete options. To make a copy of an adventure, highlight the Copy option with the D-button and press button B or Start, then select the adventure to copy by moving the Dbutton until that adventure lights up. Press button B and an arrow appears on the screen. Move the arrow with the D-button until it's pointing to a Diary space, and press button B or Start. When an OK appears on screen, press button B or Start to confirm your choice, or button A or C to cancel.

Delete an adventure by highlighting it with the Dbutton. Press button B or Start to select the adventure, then confirm by pressing button B or Start again (or cancel by pressing button A or C).

Return of the prince

Ali jumps off his boat, already wearing the golden armlet he found on the island. But what to do next? Perhaps talking to some of the villagers might help. To speak to someone, walk up to him or her and press button B. To forward through the conversation, press button B repeatedly.

Ali is in pretty good physical condition, so the best way to get from place A to place B is to sprint. Ali walks in a direction when you press and hold the D-button, and pressing the D-button twice and holding it picks up Ali's pace. And when Ali comes across the ruffians, you must rely on his...



Special fighting techniques

Ali is proficient in the ancient fighting arts of Oasis, so he's able to take care of himself — if, that is, you know what his ancient fighting arts consist of. With these techniques at your disposal, you and Ali make a formidable team.

Note: These techniques work only with blade weapons (it's pretty hard to chop your opponents with a bomb....)

① Button B:
Press once to jab an opponent in front of you.

② Button B (hold and release):
Ali pulls back and sweeps his dagger in a backhand slash.

③ Button B (press repeatedly):
The prince's lethal combination of slashes, low and high kicks, and a final jump kick.

④ Button C (hold):
Crouch to avoid arrows, spears or to slip into low passages.

⑤ Button C + button B:
Bash unruly uglies with a jump kick!

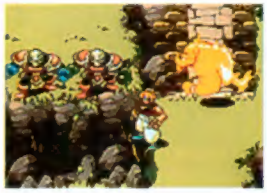
⑥ Button C (hold) + button B:
The prince's crouching slash is effective for crawling or slithering enemies.

⑦ D–button + button B:
The walking slash rips 'em up!

⑧ D–button x 2 + button B:
Ali runs towards the enemy or enemies and performs a sweeping slash. This should catch them unawares!

⑨ D-button (full circle) + button B (hold): Ali does a backflip, knife outstretched. Known as the 360° flaming dagger, this is the prince's most devastating technique.

Heady spirits!



"He who wears the golden armlet shall control the spirits of water, fire, shadow and plant!" Ali must search for and find the four spirits in order to complete his quest. But each spirit temple is guarded by fearsome creatures. It will take all of Ali's wiles and courage to make his way past them.

The special powers each spirit wields will be essential to Ali on his mission. Learn how to use these powers effectively, and return peace to Oasis.

Summoning spirits is done by firing your light ball (spirit summoning ball of energy) at the appropriate object. (For example, to summon Dytto — the spirit of water — face a body of water and press button A. The light ball is released from the golden armlet, which summons Dytto when it hits the water. To dispel a spirit, press buttons A, B and C together.)

Also be on the lookout for spirit gems, which increase your spirits' powers (See "Status" on page 40 for more on spirit gems).

Note:
You will not be able to use the light ball until you have reached Dytto's temple.

Water spirit "Dytto"

Dytto can be summoned from almost any body of water, steam spouts, streams and drops of water.

Water magic

Press button A to fire the "magic bubble" which stuns the enemy for a short time.

Press button A twice for "healing," which restores some of Ali's life force.

Press and hold button A, then release to summon Dytto's "magic storm:" a waterspout that destroys enemies in its path.

① "Magic storm"

Fire spirit "Efreet"

Efreet can be summoned wherever there is fire or an explosion. He loves to bust heads with his fiery punch — no encouragement necessary — which makes him pretty handy when you're walking around.

Flame magic

Press button A to fire the "flame breath:" a blast of flame and the competition is toast!

Press button A twice and Efreet turns into a "fireball," shooting off in whichever direction he's facing.

Press and hold button A, then release to summon the "melt bomber," a firestorm that shoots out in every direction.

① "Fiery punch"

Shadow spirit "Shade"

Shade is summoned from crystal cones, ebony statues and mirrors. Shade becomes your mystic double, making you invulnerable to enemy attacks. He also protects you from dangerous drops by lifting you up (as with Efreet, Shade protects you automatically — no button pressing necessary).

Shadow magic

Press button A and Shade extends his "dark claw." Shade can attack enemies, grab items and transport you from place to place by grabbing onto hooks.

Press and hold button A and Shade becomes your "doppelganger," allowing you to search areas in your spirit form while he protects your physical body.

① "Two for one"

Plant spirit "Bow"

This perky plant has an insatiable appetite. He eats everything — snakes, giant rats, beastmen, even iron doors!

Earth magic

Press button A to start Bow's "bite attack," whereupon he begins to chomp on whatever's around.

Press button A twice to call Bow to wherever Ali is standing.

Press and hold button A, then release for Bow's "poison pollen" which stuns all the enemies in the area.

① "Who needs a key?"

Options window

Losing strength fast? Wondering where to go next? Want to keep your spell points up? Tired of being bullied about by giant beastmen and want to test out that broadsword you just found? The Options window allows you to get information about where you are and how you're doing. You can also take a look or use items and weapons that you're carrying, or record your adventure. Open the Options window by pressing Start. Select an option by moving the highlight arrows with the D button and pressing button B.

① Weapons

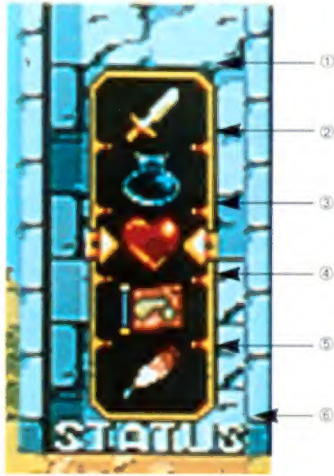
② Items

③ Status

④ Map

⑤ Save

⑥ Current selection



Weapons

Weapons are found in treasure chests or are dropped by enemies when they're defeated. Your default weapon is your dagger, but you'll come across a variety of weapons in your travels — and you're sure to need most of them at one point in the game or another. But remember that weapons are limited-use items, so try not to use them except in those rare cases when your trusty dagger just isn't enough.

Pick up a weapon by standing over it and pressing button B. Select a weapon by moving the target highlighter with the D-button and pressing button B. To drop a weapon, highlight it with the target highlighter and press Start.

① Equipped weapon
② Target highlighter
③ Type of highlighted weapon
④ Number of uses remaining

Fish and cheese (and other items)

The items listed below can be used to replenish Ali's hit points (H.P) and spell points (S.P) when they get low so be sure t stock up!

Other special-use items such as spirit summoners and restorative elixirs can also be found throughout the lands of Oasis, so make sure you haven't left any treasure chests lying around unopened!

Pick up an Item by standing over it and pressing button B. Use an item by moving the target highlighter with the D-button and pressing button B. To drop an item, highlight it with the target highlighter and press Start.

Sample items

① Cheese

② Roast beast

③ Toadstool

Effects chart

Cheese	H.P + 1/4
Fish	H.P + 1/2
Steak	H.P + 3/4
Roast beast	H.P to full
Orange	S.P + 1/4
Apple	S.P + 1/2
Pomegranate	S.P + 3/4
Grapes	S.P to full
Mushroom	H.P/S.P + 1/4
Lettuce	H.P/S.P + 1/2
Garlic	H.P/S.P + 3/4
Toadstool	H.P/S.P to full

Status

The Status window displays information on your progress. At the top is the current Rank, hit points (H.P), spell points (S.P), and the number of enemies defeated. As you defeat enemies your rank increases, but the count has a second purpose — revealed at the end of your adventure....

At the bottom of the window spirit gems and special items are shown. The number of spirit gems Ali has in his possession determines the strength of that spirit's magic. Special items are used automatically during the adventure:

- The sunburst pendant (shown) gives Ali the ability to regain hit points when he is standing in a sunlit area.
- The key of time and space (shown) allows Ali to use warp doors (transporting him from one place to another).
- The psychoring (shown) gives Ali the ability to regain spell points (if he is not using a spirit at the time).
- The sun's charm (not shown) allows Ali to regain H.P and S.P quickly when he is standing in a sunlit area.

Map

The map is used throughout your adventures to check on your current location (shown on the map as an orange figurine), and the place you should be making for next (shown as a white flag).

Naturally, you can go anywhere in Oasis you want to, but remember that until you've reached the position indicated by the flag and fulfilled that part of your quest, you won't be able to advance to the next location.

Life and how to live it

Prince Ali starts the game with 200 hit points and a skill level of 1. Ali can increase his hit points and power by collecting level-up hearts or by receiving a certain number of experience points.

Each time Ali is injured his hit points decrease, and when they reach zero, the adventure begins from wherever you last saved it.

Food restores hit points, so when Ali's life force gets low, start chowing.

The last word in hints

- The creatures threatening Oasis have specific orders to stop you from finishing your quest. You, on the other hand, have more to think about than a few ugly monsters with sticks and spears — all Oasis is depending on you to defeat the one who wears the silver armlet. You may find that the outcome of the struggle is quite different when you concentrate on your goal and not the red herrings. Check out the results at the end of the adventure!

- On the other hand, you may be stymied at one point or another by locked doors or barred passages. When you're at a loss for what to do next, try clearing the area of monsters (you know how that works) and the answer may very well appear in front of you.

- Remember to use Dytto's healing spell whenever you have the chance (to save your food supply for more desperate times).

Handling This Cartridge

This Cartridge is intended exclusively for the Sega Mega Drive/Genesis System.

For Proper Usage

① **Do not immerse in water!**

② **Do not bend!**

③ **Do not subject to any violent impact!**

④ **Do not expose to direct sunlight!**

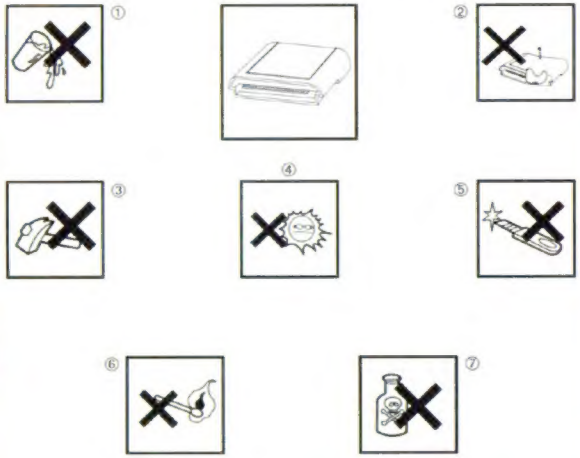
⑤ **Do not damage or disfigure!**

⑥ **Do not place near any high temperature source!**

⑦ **Do not expose to thinner, benzine, etc.!**

- **When wet, dry completely before using.**
- **When it becomes dirty, carefully wipe it with a soft cloth dipped in soapy water.**
- **After use, put it in its case.**
- **Be sure to take an occasional recess during extended play.**

WARNING: For owners of projection televisions. Still pictures or images may cause permanent picture tube damage or mark phosphor of the CRT. Avoid repeated or extended use of video games on large screen projection televisions.



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